
P A R K E R B R O T H E R S

ARCADE/ACTION
S O F T W A R E

GYRUSSTM

CARTRIDGE FOR ATARI[®] HOME COMPUTERS

Under License from Konami Industry Co., Ltd.

GYRUSS is a trademark of Konami Industry Co., Ltd.
and used by Parker Brothers under authorization.

Rules © 1984 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

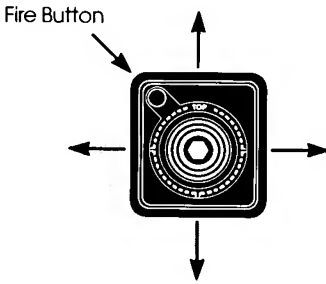
Three billion miles is a long way from home. But there's no shorter route from outer Neptune to Earth. As if that weren't enough...it's got to be a shoot-out all the way. You alone in your rapid-firing spaceship, swirling in a circular flight pattern... orbiting to the right... arcing to the left... trying to mow down wave after wave of enemy plane formations, rocketing meteors and runaway satellites. Stops at Uranus, Saturn, Jupiter and Mars will mark your progression towards Earth. Each one's a short visit, though. Then it's off again to the next planet--and the next wave of enemies. Reach Earth in one piece and maybe you'll think twice about leaving home. Then again....maybe not!

Setting the Console Controls

1. Place the cartridge firmly into the cartridge slot on your game unit.
2. Plug the joystick controllers firmly into controller jacks #1 and #2. For a one-player game, use the #1 jack.
3. Turn the ON/OFF switch to ON. The title screen will appear showing the planet Earth.
4. Press SELECT to choose either a one-player or two-player game.
5. To begin playing, press the FIRE button on the joystick controller or press START.

At any time during the game, you may press START or RESET to begin again.

The Joystick Controller



The joystick controls your spaceship's circular flight pattern through space. Simply move the joystick in a circular motion to do so. Press the FIRE button to fire your spaceship's ammunition.

Object

To make the journey from beyond Neptune to the sanctuary of Earth, defeating enemy planes, avoiding meteors and satellites, and reaching interim planets along the way.

Playing

After you press the FIRE button to begin, the screen shows:

- your score in the upper center
- the number of remaining spaceships in the upper left corner
- the stage number in the upper right corner
- your spaceship in the lower center

Warps: The first screen also tells you "2 WARPS TO NEPTUNE." A warp is one stage of battle against the enemy planes that guard the planets of your destination. It takes 2 warps to reach Neptune and 3 warps to reach each of the subsequent planets. There will be a brief pause between each warp at which time your spaceship speeds towards the next planet... and its next encounter. Also at this time, the screen gives you the remaining number of warps to go.

Enemy formations: Within each warp you'll face *four* different formations of enemy planes. The formations might emerge from the center of the screen where the planes band together—or from off screen where they can create a surprise attack. In either case, shoot down as many planes within the formation as you can and don't let them hit your own ship. Planes fire missiles, too... your only option is to avoid them... or be shot down!

After the last formation appears, all the planes *not* shot down will regroup in the center and attack again. They will continue to do so until you've eliminated the last one—unless, of course, one eliminates you first.

But planes are not all you need to worry about. There are swirling and deadly satellites and meteors, too.

Satellites: There are two types of satellites. One type looks like giant molecules and appears in threes. Try to shoot them down for points. *Shoot the middle satellite, and your ship will fire double bullets. The ship will continue to do so until it goes down.*

Electromagnetic wave-emitting pairs are the other type of satellite. Shoot them down to break the wave between them and rack up points while you're at it!

Meteors: Meteors are a third type of enemy to watch out for. Meteors look like giant rocks and *cannot* be destroyed. So stay clear of them!

Come out alive after completing the two or three warps necessary to reach a planet, and that planet appears on screen. After a brief breather, you'll enter the Chance Round.

The Chance Round: The Chance Round occurs upon reaching a planet. During this round, you get a chance to rack up points. One at a time, four different enemy plane formations will appear on screen...*but they have no power to destroy you.* So position yourself for maximum firing accuracy. Bonus points are awarded for shooting down an entire formation and Super Bonus points for wiping out all four formations.

When the Chance Round is over, it's off to the next planet and the next barrage of warps.

The Planets: In case you need to be reminded...the planets along your journey through our solar system appear in this order: Neptune, Uranus, Saturn, Jupiter, Mars, and Earth.

The Music: You're listening to Johann Sebastian Bach's *Toccatina and Fugue in D Minor*.

Bonus spaceships: Score 60,000 points and you're awarded with an additional spaceship. Every 100,000 points thereafter awards you another one.

End of Game

The game ends when you lose your last spaceship. If you should reach Earth with at least one remaining spaceship, you'll continue the game with Neptune as the first stop once again.

To play again, press START or RESET. Press SELECT to change the number of players.

Two-Player Games

In a two-player game, the left player goes first; players alternate turns. Your turn ends when you lose a spaceship.

Scoring

Points accumulate at the top of the screen throughout your turn.

Targets	Points
Enemy plane	100
<i>Entire formation:</i>	
1st	1000
2nd	1500
3rd	2000
4th	2500
<i>Molecular satellites:</i>	
1st destroyed	500
2nd destroyed	1000
3rd destroyed	1500
<i>With double bullet fire:</i>	
1st destroyed	1000
2nd destroyed	1500
3rd destroyed	2000
Electromagnetic satellite	200
<i>During Chance Round:</i>	
Enemy plane	100
<i>Entire formation:</i>	
in Stage 3	1000
in Stage 7	1500
in Stage 11	2000
in Stage 15	2500
in Stage 19	3000
Super Bonus for all four formations	10,000

180-Day Limited Warranty

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. **Proof of Purchase:** The retail sales receipt or other proof of purchase must be provided.
2. **Proper Delivery:** The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. **Unauthorized Repair, Abuse, etc.:** The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED, AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

If you should have any difficulty operating or playing GYRUSS, call our Electronic Service Department at these toll free numbers:

In Massachusetts 1-800-892-0297
All other states 1-800-225-0540
(not available in Alaska, Hawaii, or Canada)

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario L4K 1B7

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.

In Australia and New Zealand: Toltlys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.